Run 2b Trigger in WBS-space

• Goal:

- Realistic schedule that we can live with after baselining
- Careful accounting of labor resources (engineers, techs, physicists, ...)
- M&S cost embedded in schedule (no more M&S spreadsheet)
- Sufficiently detailed Basis of Estimate (BOE) for both M&S and labor
- Adequate contingency in both M&S and labor.
- Freeze for Temple review by Mon, 29 July.

Field-by-Field instructions

WBS number:

 If new tasks are added, give them new numbers. We can renumber after all changes are in

• Task name:

Use "procure" for getting parts

Duration

 If there is "float", include it explicitly (don't artificially expand the task to cover the float)

Labor cost:

 Calculated automatically from resource loading and rates for the specific resources – don't double-count in M&S

• Labor contingency factor:

– Self explanatory?

Field-by-Field instructions

M&S cost

- Separate "procurement" tasks make the M&S assignment easier
- So far, have used 70% of cost at procurement task, 30% at fabrication task. Specific tasks could be split differently according to BOE

M&S contingency fractions:

 Follow guidelines unless there is some specific reason to do otherwise (and explain in BOE)

• Institution:

 Might need to split tasks in order to assign unique institution to a task (difficult for some integration tasks).

• Funding source:

- INK-other means "in kind" support from something other than
 DOE or NSF resource (e.g. Saclay, State of Arizona, Michigan)
- Base-NSF for equipment, personnel, etc. supported by NSF base grant funds, for example.

Field-by-Field instructions

- Resource name:
 - See list from Bill F.
- Notes:
 - WBS dictionary
 - Definition should be sufficiently precise to establish when the task is done (especially true with testing tasks)
 - Labor BOE
 - Most common current paraphrase "based on Run2a experience" needs to be expanded (e.g. "based on the layout of the Run2a DFE")
 - M&S BOE
 - Calculation for cost estimate
 - Backup materials for estimates (PO's, quotes, etc.) get collected in binders